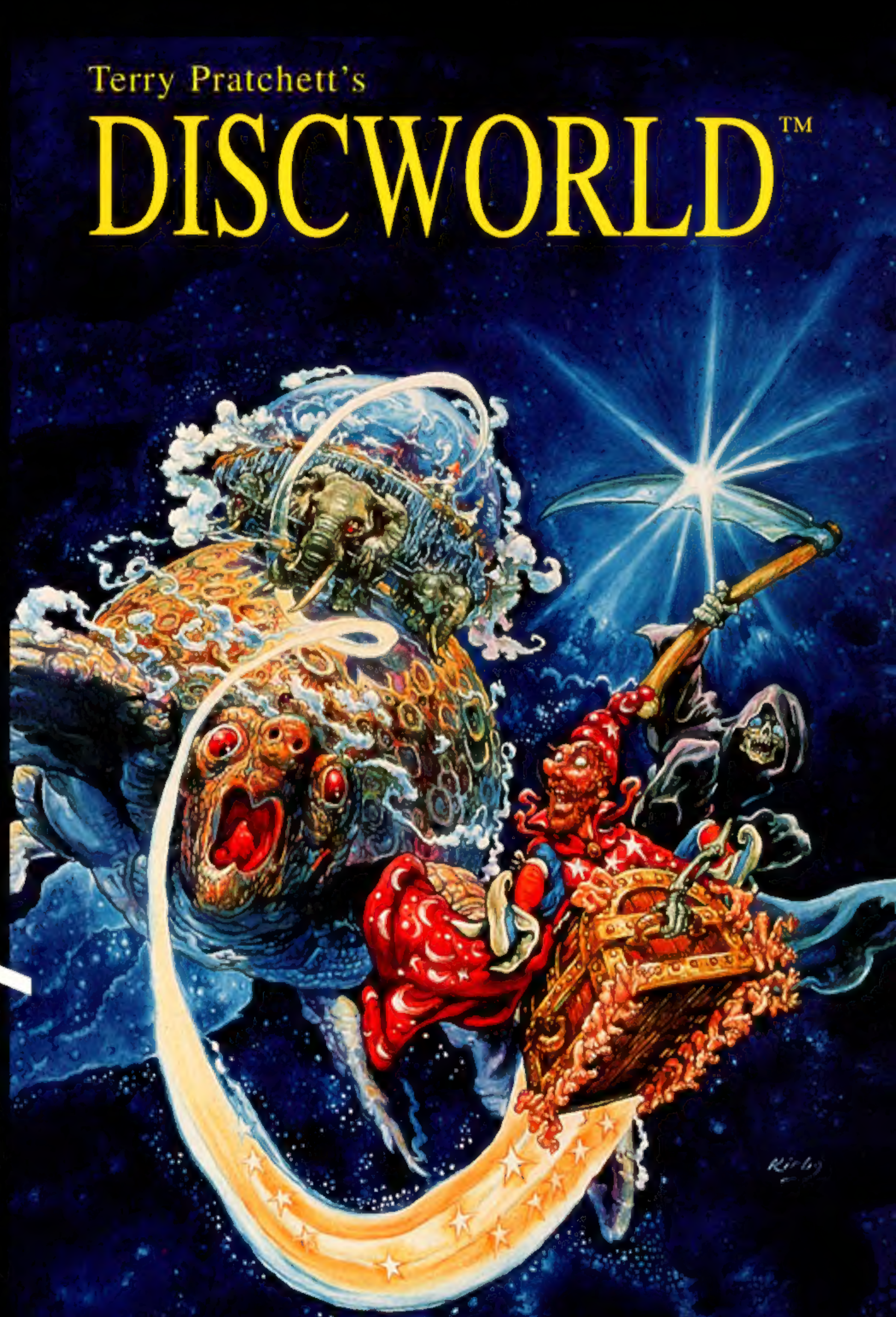
PlayStation™

NTSC | U/C

Terry Pratchett's

DISCWORLD™



PlayStation™

TEEN

AGES 13+

SCUS-94600

PERFECT 10 productions

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Terry Pratchett's

DISCWORLD™

A concise and possibly even accurate guide to playing the game.

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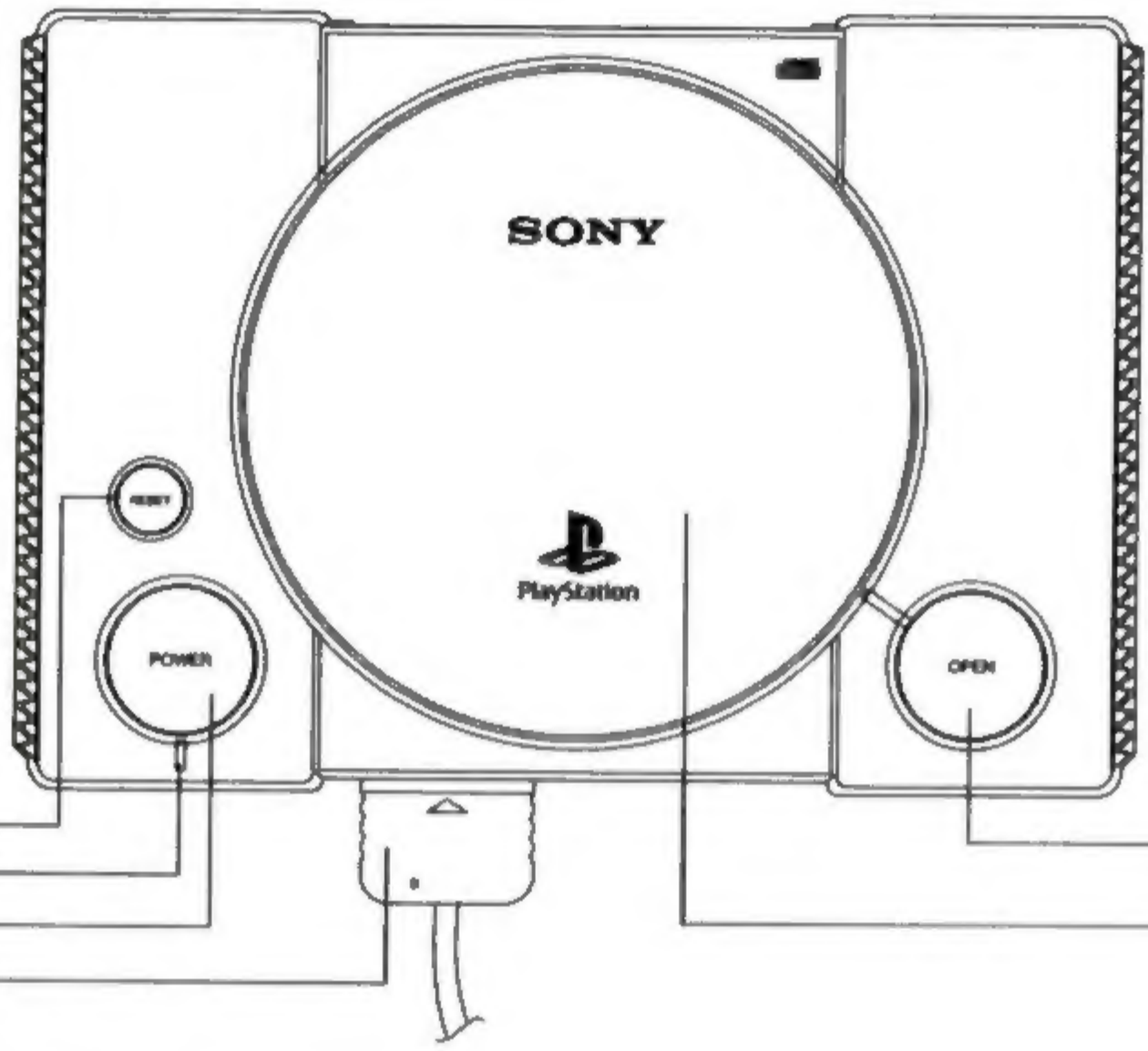
CONTENTS

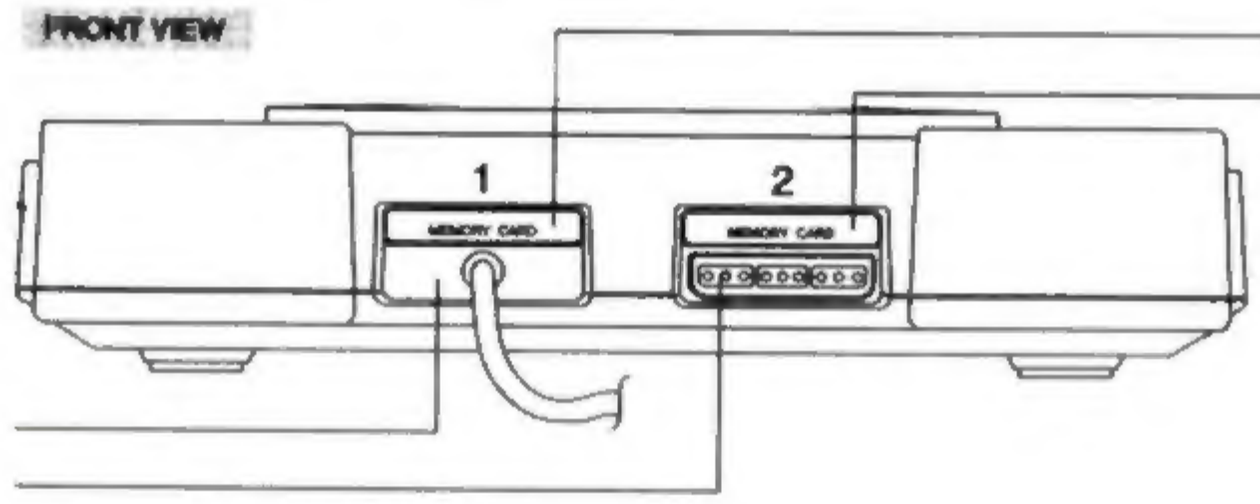
PlayStation Setup....2
PlayStation Controls....3
Foreword....4
Introduction....5
The Discworld....5
Basic Geography....6
Using the PlayStation Mouse....6
Picking up / Using Objects....7
Carrying objects around....8
Inventory Window Controls....8
Skills....8
Conversations....9
Using The PlayStation Controller....9
Options Windows....10
Credits....12

Console

TOP VIEW

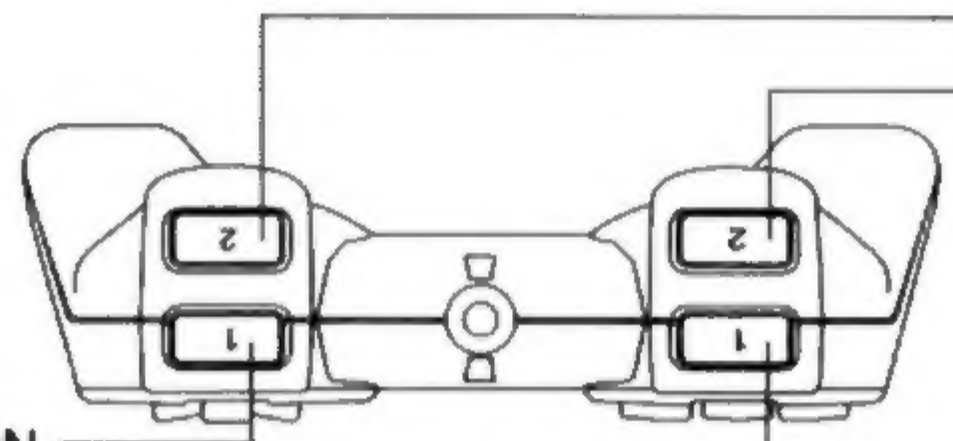


FRONT VIEW

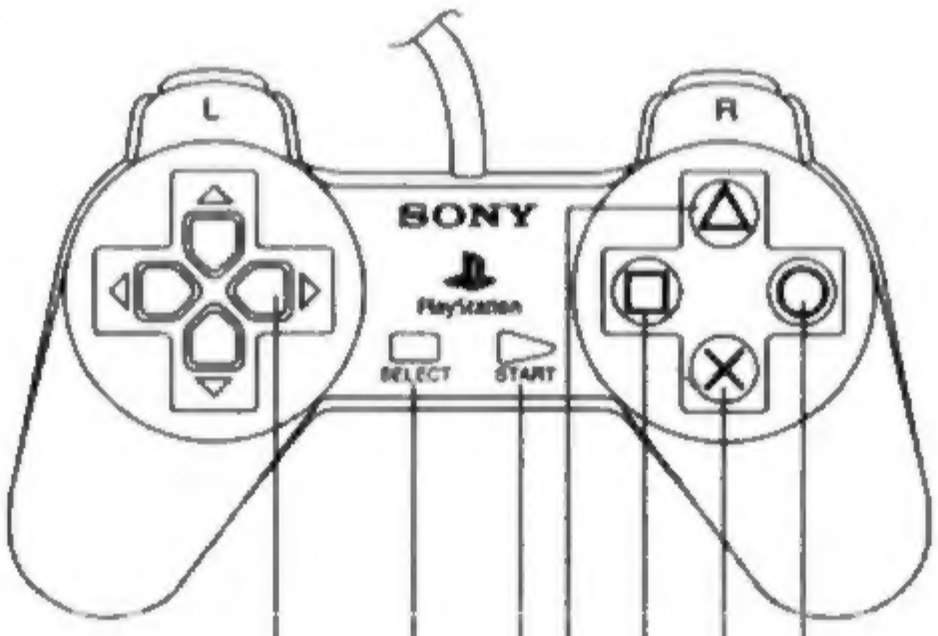


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the DiscWorld disc and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions to start a game.

FRONT VIEW



TOP VIEW



DIRECTIONAL BUTTON
SELECT BUTTON
START BUTTON

WRITTEN FORM

○ BUTTON
× BUTTON
□ BUTTON
△ BUTTON

Foreword

This is the Discworld. Insert it in your drive, and load...

You'll find here wizards, dragons, heroes and household hygiene specialists. There is danger here, but there is also custard around the place. Because Discworld is a fantasy world with a low reality threshold. The real world keeps on breaking through - but Discworld changes it.

So you'll find here things that you sort of recognize.

Discworld has got photography (tiny imps paint the pictures) and movies (tiny imps paint really fast) and it is even getting its second generation of computers now that the old stone circles don't work fast enough.

However, because it is a fantasy world there are some things that it has to have, and one of them is a certain tendency to experience some trouble with dragons.

Unfortunately, a dragon is now ravaging Ankh-Morpork, the world's leading city. Many people would consider that this falls under the heading of civic improvement, but what Ankh-Morpork needs right now is a hero. All it's got, however, is Rincewind the wizard, whose only talent is that he is not in fact dead yet. He also has the Luggage, the nastiest piece of travelware in the Universe. With that at his side, there is probably no limit to the things he can fail to do...

Oh, did I say he? I meant... you.

Beware of anyone who TALKS LIKE THIS and carries a scythe, and remember that a loaded pun sometimes goes off...

... and have fun…

Terry Pratchett

Introduction

Welcome to the Discworld, a strange land, a fantastic land - a land where if Death doesn't actually lurk around every corner, he certainly has your home address and might drop in for a few drinks or the odd vindaloo now and again.

Based on Terry Pratchett's hilarious Discworld™ books, this game uses familiar characters and places from the Discworld stories to create an entirely new adventure. You will be controlling the actions of Rincewind - a none-too-successful Wizard from the "Unseen University" in the city of Ankh-Morpork. Holder of a Bachelors in Magic - Failed, Rincewind's only real qualifications are an ability to sleep through the apocalypse, and a survival instinct honed by years of fleeing in abject terror from the slightest danger.

Rincewind need not face his trials all alone. With him will be his trusty luggage* - the ideal companion for any adventure involving the odd bit of 'carrying stuff' around. Capable of following its owner through Death's doors and beyond, the luggage has a seemingly endless capacity for equipment (as long as you don't mind the fact that retrieved items will probably smell of lavender).

It's just one man and his luggage against the world. Granted, that world is pizza shaped and is carried on the back of four giant elephants, which in turn stand on the meteor pocked shell of a star turtle swimming serenely through space; granted the "one man" wears a tall pointy hat and has a beard which smells like yesterday's breakfast - but still, the concept has a certain nobility about it, don't you think?

The Discworld

The Discworld is a flat planet - like a geological pizza, but without the anchovies. It offers sights far more impressive than those found in universes built by Creators with less imagination but more mechanical aptitude. It exists right on the edge of Reality; the least little things can break through from the other side. It is allowed to exist either because of some impossible blip on the curve of probability, or because the gods enjoy a joke as much as anyone else. More than most people, in fact.

The Discworld is carried through space on the shoulders of four giant elephants; Berilia, Tubul, Great T'Phon and Jerakeen. The elephants themselves perch upon the shell of the star turtle, Great A'Tuin. This turtle flaps onwards through yawning gulfs of stars, pretty much minding its own business and utterly unconcerned by all the endless nonsense that chases to and fro across its back.

Shell frosted with frozen methane and pitted with meteor scars, Great A'Tuin's eyes are like ancient seas. His brain (or hers according to another school of thought) is the size of a

---

* The luggage is like a runaway trunk, albeit one with lots of little pink legs! It is both a convenient storage device, and a convenient homicidal maniac, should one be required!

continent, through which thoughts move like glittering glaciers. While this seems to be a potentially boring existence, A'Tuin (if someone found the means to ask) would not agree, for of all the creatures in the universe, only A'Tuin actually knows where it is going.*

Probably of more interest to the inhabitants of the Discworld, is the Disc itself, that planet-sized flat plate of land which rides upon A'Tuin's back. Circled by a little sun, and ringed by a fairy-lace of waterfalls from overfilling seas, the Disc provides a habitat for gods, men, animals, insects and beings of the sort you normally have to drink a quart of the worst whiskey to see nowadays. The Disc doesn't so much obey ordinary cosmic laws, as clumsily re-writes extra paragraphs in crayon in the vague hope that the Great Judge won't notice the addenda.

Basic Geography

The circular Discworld is orbited by its sun, making the outer edges of the world (which are closer to the sun) far warmer than the frigid hub. Seasons come from the slow rotation of the Disc. The sun knows where it goes at night, but so far it has told no one else the secret.

Ringing the Discworld is a veil of waterfalls, caused by the seas running off the edge of the land: sail too far on the Discworld, and you'll find yourself drifting like a novelty tree ornament across the canopy of space.

Somewhere near the middle regions of the Disc, we find the city of Ankh-Morpork, burnished like a festering boil beneath the rays of the sun. It is in Ankh-Morpork that our adventure begins.

Introduction

When you run Discworld, an introduction to the game will be shown. If you have already watched it, you may bypass it by pressing the X button. You may then either start a new game or load a previously saved game.

Using the PlayStation Mouse

All of the game activities in Discworld are controlled by using your PlayStation mouse. There are three different ways in which the buttons are used. Click means to click once on the left button and double click means to click twice on the left button in quick succession. Right click means to click once on the right button.

The lead character in this game is Rincewind the wizard. You are in control of him from the moment when the star burst cursor first appears on screen.

Using your mouse, move the cursor around the screen. You will soon notice that any areas or items of interest on the screen are tagged. This means that their names are displayed on screen whenever you point at them with the cursor. While you may explore anywhere on screen, it is only these tags that are important in completing the game.

Rincewind's Mouse Controls

Walk - click
Interact - double click
Look - right click
Option Screen - single click both buttons together

Walking Around

To walk Rincewind around the screen, move the cursor to the desired spot and click. Rincewind will walk as near to that position as is practical. If you click on a tag Rincewind will walk to that tag.

Interaction with Tags

To interact with a tag, double click on the tag. What form the interaction takes depends on what the tag is, and also on what, if anything, Rincewind is holding at the time.

For example, double clicking on a character will usually open up a conversation with that character. Double clicking on a door will either open or close it, whereas double clicking on an object will cause Rincewind to pick it up, should he be able.

Looking at Tags

To have Rincewind look at a tag, simply right click on the tag. Rincewind will describe what he sees.

Picking Up/Using Objects

You can make Rincewind pick up many of the objects in the game by double clicking on them.

When Rincewind is holding an object in his hand, the cursor changes to include that object. You can still walk around and look at tags in the usual manner. However, if you double click on a tag while Rincewind is holding an object, he will attempt to use that object with the tag. For example, if you double click on a door while Rincewind is holding a key, he will try to open the door with the key.

More often than not however, you will want to put the object away and use it at a later time. This is accomplished by putting the object in the luggage (click on the luggage), or in Rincewind's pocket (click on Rincewind).

You may also use objects on Rincewind or the luggage by double clicking on them while holding the object.

Carrying Objects Around

There are two ways of carrying objects around with you in the game. Firstly, there is the luggage, which tends to follow Rincewind almost everywhere. This faithful companion can carry a seemingly limitless number of objects.

Secondly, there is Rincewind himself. Apart from his money, which like all wizards, he is very attached to, Rincewind can only carry two objects in his pocket at any one time. This can prove very useful for carrying objects to those places where the luggage just cannot follow.

To open up either Rincewind's or the luggage's 'Inventory' windows, you need only click on their tags.

Inventory Window Controls

Pick up object	- click on that object
Put down object	- click on empty area (or object to insert)
Look at object	- right click on the object
Use held object on another	- double click on second object
Exit inventory	- click outside of window
Move inventory	- drag (click and hold) heading box
Resize inventory	- drag edges or corners of window
Maximize inventory	- double click in heading box
Scroll inventory contents	- click on scroll bar arrows
Scroll by a page	- click above or below scroll bar indicator
Scan through inventory fast	- drag scroll bar indicator

You can freely move objects around within the inventory. This acts as a useful puzzle solving aid, as you can clump related objects together.

Skills

During the course of the game, Rincewind may be required to learn some skill or another. When learnt, these skills are represented by icons in Rincewind's inventory. They are used in the same way that a normal object is used. That is, you select them from Rincewind's inventory and then double click on who or whatever you wish to use that skill on.

Conversations

You can converse with most characters in the game. These characters often say important things which may help you to complete the game. It is always advisable to return and talk to characters at some later time, as they may have some new information to impart.

To open a conversation with a character, you simply double click on that character. After any preamble, the 'conversation window' will open. This window contains icons representing attitudes that Rincewind can adopt whilst talking to that character. To select an attitude, you click on that particular icon. If you forget what an icon represents, you may do a normal look on it (click right).

Greeting

Question

Sarcasm

Anger

Good-bye

Quite often other icons will appear in the conversation window. These represent question topics which can be asked of that character.

Dragon Icon

An example might be an icon of a dragon. Select this if you want to ask that character about dragons.

To end a conversation you should either select 'good-bye' or click outside of the conversation window.

Using the PlayStation Controller

The star burst cursor is moved around by using the D-Pad.

The ❑ key is the equivalent of a single click (for walking), and the △ key is the equivalent of a double click (for interacting with). The ❍ key is used for 'look'.

Use the ❑ key with the D-Pad to scroll the inventory up or down.

The ✕ key is used to bypass any fixed animation sequences or 'cut-scenes', and also to cancel or abort any window operation. Press Reset on your PlayStation to exit the game.

The Options Windows

You can open up the Options window by pressing the Select key or by pressing both buttons on your mouse.

Load a Game
Save this Game
Format Save Card
Start a New Game
Sound Control
Game Controls
Subtitles
Resume Playing

Loading a Game

When you select this option, a window prompting you to select a memory card will appear. To load a saved game, choose a memory card by clicking on it, and then click on the √ icon.

Saving this Game

You may save your current game at any time, so as you can return and play from that exact same place. Select the 'Save this Game' option from the Options window. Choose a memory card. You can create a new saved game over an old one.

To save your game click on the √ icon.

Starting a New Game

Select this option if you want to restart Discworld from the Options Menu.

Game Controls

Selecting this option displays two slider bars which will allow you to alter the mouse button speed and mouse/joypad configuration. The first bar is for altering the mouse button speed. The one below this is for changing mouse/joypad configuration. Use the mouse or D-Pad to drag the slider along the appropriate bar and this will cycle through the available alternatives. When you see the configuration that you are happy with simply exit that particular screen to immediately implement your choices.

Sound Controls

Select this option and alter the music, sound effects and voice volume as follows using the slider bars.

Music Volume

This is for adjusting the music volume or for turning it off.

Sound Effects Volume

This is for adjusting the sound effect volume or for turning it off.

Voice Volume

This is for adjusting the volume of the voice actors or for turning it off.

Subtitles

This is for adjusting the duration that the subtitles stay on screen. Toggle between √ and x for text display.

Quit Playing

Click on this option if you want to stop playing Discworld.

Credits

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Written and Directed by

Gregg Barnett

Featuring the voices of

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TINSEL Game System Programmed by

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Conversion Programmer

Paul Carpenter

Game Creation

Gregg Barnett and David Johnston

Dialogue

Paul Kidd

Art Co-ordinator

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Background Artist

Nick Pratt

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John Millington and Simon Turner

Lead Animator

Simon Turner

Music

Rob Lord

Sound Effects

Rob Lord and Mark Bandola

Additional Animation by

Paul Mitchell, David Swan, Warren Hawkes, Ben Willsher, Karl D'Costa

Conversion Managed by

Colin Fuidge

Sound Sampling

Mark Bandola, Mark Judge, Jon Forshaw

Talent Casting by

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Agent for Terry Pratchett

Colin Smythe

Shouting at People

Terry Pratchett

Producer for Psygnosis

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Product Manager for Psygnosis

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